

The Rub

A One-Round D&D Living Kingdoms of Kalamar Adventure

An Adventure for 1st- through 6th-Level Characters

By **Bob Ehmann**

Cartography by **Brian Patterson**

Looking for work? How about a simple copying job for the Temple of Enchantment, with travel included. How hard can it be? A Living Kingdoms of Kalamar module for party levels 1 through 6.

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Module Notes

The Living Kingdoms of Kalamar is a role-playing intensive campaign. Although a module may not feature a large number of melee combats, those that are present are both dangerous and deadly. Part of the heroism of the PCs in the campaign is that they're drawn from the common stock. NPCs follow the same rules for character creation and are often armed with a similar quality of gear. It is anticipated that a hack-and-slash approach may lead to the total party being killed (TPK). Combat is rarely a foregone conclusion and those with an intelligent mind may discover that there are other possibilities. The bandit camp combat in this module should be well reviewed by the judge and well planned by the players to avoid being overwhelmed. Therefore, the Judge may want to actively discourage a hack-and-slash approach.

This module is a stand-alone module for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 3 to 6 characters ranging from 1st to 4th level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for these events. All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*. The judge should also pay close attention to Chapter 4 of the Kingdoms of Kalamar Campaign Sourcebook, as the party journeys out of Pekal to its western neighbor, Ek'Kasel.

Each encounter presented includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are also included. The DM should read this adventure in its entirety no less than one time before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

Background

More than a millennium ago, a Deji wizard erected a marker on the border of his territory in the wilderness to ward his land from locals wanting to disturb her. The wizard's name is lost to history, but the marker survived, reciting warnings in the various humanoid languages of the area at that time and repelling those who were uninvited. Many centuries passed, and the marker's magic dwindled and the stone ceased speaking, losing its ability to repel uninvited guests shortly thereafter. It eventually became known to the very few who paid attention to such relics, as the Lnavlwela Epondprithela Marker, but as to why, no one knows. The locals just call it the Epon Stone.

Recently, certain clerics of the Temple of Enchantment and wizards from the College of Magic in Bet Rogala have discovered obscure references to the marker and have determined that the inscriptions, although reportedly inactive now, might be of use in their spell research. However, they are not entirely certain as to where the marker is located.

Therefore, it is decided to hire adventurers to find it. The adventurers would take a rubbing of the runes and check to see what remains. To that end, a solicitation is placed on the city work boards, requesting applications for persons to find and obtain the rubbing. In the normal course, the PCs see the offering posters.

Complicating matters a bit, when the PCs do reach the marker, they find that there is a band of cutthroats already camped next to the stone. Furthermore, the band seems to have some captives, who may well be of noble blood.

Calendar and Climate

It is approaching the last week of Mustering (roughly the end of April to the beginning of May) and the temperature is 50° +2d6° Fahrenheit. The temperature drops 15 to 25 degrees at night. After a stretch of rain that lasted nearly two solid weeks, the past few days have enjoyed a well needed respite. Although farmers are confident that the weather will provide good crops, the pause in precipitation is a welcome one. Some were worried that the recurring rain would lead to disastrous flooding.

Veshemo (Tellene's largest moon) is waning, approaching the monthly full moon. As usual Diadolai, the smallest moon, is invisible.

Animals are restless, though, as Pelselond is traveling the night sky very quickly.

Module Flow and Flexibility

The following module includes the most likely seven events that a given party would encounter. This, in a general sense, defines the module as linear, the bane of all modules. Rather than increase the amount of flavor text in an effort to disguise the linear nature of the module or throw in a number of random encounters to provide minor spurs to the overall flow, the judge is encouraged to add his or her own personal flavor to the module as a whole. A number of things not relevant to the scope of the module are taking place in the given areas that PCs pass by. Additionally, they'll pass places they've been before, such as the Kamarela Mounds and the Udo Bog.

Whether you use the Random Encounter tables for southwest Peka from the *Pekal Gazetteer* or add your own personal flavor, feel free to capture what it is to be an adventure, making long treks across uncivilized wilderness, sleeping in the open, hunting, building fires, encountering races that never pass through the walls of Bet Rogala. Tellene is a vast world and there is a lot to explore. Those moments that occur between the given encounters of this module are there for the judge to define, explore and create. Hopefully this allowance of free-form DMing helps the judge capture some of the feel of a home campaign and this seemingly linear module will become something so much more.

Adventure Synopsis

—**Introduction**—The PCs each see a solicitation for employment made by a high-ranking priest at the Temple of Enchantment.

—**Encounter 1**—The PCs meet with a high-ranking priest at the Temple of Enchantment and receive the offer of a mission. Time is important, so the PCs are offered mounts if they do not already have them.

—**Encounter 2**—The PCs travel to the Ek'Kasel area where the marker is supposedly located. This requires dealing with the Ek'Kasel authorities to some degree, and possibly paying some taxes/bribes.

—**Encounter 3**—The PCs encounter a band of Orcs displaced from their homeland. The Orc leader knows the general location of the marker and tells the PCs the directions and the story of the Orc dislocation if asked.

—**Encounter 4**—The PCs encounter two sources of information, one necessary now (the old man), and the other of no use in this adventure (the owl). Without the directions from the old man, the PCs wander for days trying to find the marker stone.

—**Encounter 5**—Used only if the PCs do not get or do not use the information from the old man. The PCs therefore wander for days until they happen to find a very small halfling hamlet. There, upon inquiry, they can get back on track to finding the marker stone.

—**Encounter 6**—The PCs find the marker and a band of brigands camped around it. They also discover the bandits are holding prisoners. The PCs may either get the stone rubbing, rescue the prisoners or both. The bandits fight if provoked or if they believe they have the advantage.

—**Encounter 7**—This is used only if some or all of the PCs are captured by the bandits. They need to escape and can introduce themselves to the other captives in the process.

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: Relevant NPCs

Appendix IV: NPC Personalities

Appendix V: Flier posted in Independence Square

Appendix VI: Bandit Camp (APLs 1 and 2)

Appendix VII: Bandit Camp (APLs 3 and 4)

Appendix VIII: Bandit Camp (APLs 5 and 6)

INTRODUCTION

Summary: The PCs observe a solicitation for a job with the Temple of Enchantment.

PCs that are members of the Bardic College of Baneta, the Temple of Enchantment, the College of Magic, the Pekalese Army and/or the Lebolegido Tactical Academy do not necessarily have to be included in this opening box text.

With the exception of the bards, the other organizations listed are working together. A page is sent to the PC member that he or she should select five other companions to proceed on a special mission for that organization. Pull the PC aside (along with any other PCs he or she may be traveling with when the page arrives) and instruct that PC to attend to a special meeting at the Temple of Enchantment. He or she is presented with a scroll containing the offer of employment from the temple (Appendix V).

The Bardic College of Baneta has learned of the mission through its own means. It is interested both in this unique historical opportunity and in the spell that the temple and college are working on. Member bards are not to tell their companions that they are representing the brotherhood.

With the spring rains leaving Bet Rogala behind, you awake to a bright, clear dawn in the capital city. Quickly setting to work with breakfast and your standard morning routine, you add yourself to the large crowds flooding the city streets. In a busy city of 20,000 people—all of different races and cultures—walking is always an interesting adventure.

As you watch a halfling couple argue over the cost of a loaf of bread, you enter Independence Square. The general board holds a new solicitation posted by the Temple of Enchantment. Unlike any other posting you've seen in the square or at the House of Scale, you see a young herald calling out the solicitation to the general public in several languages, (DM NOTE: this includes the racial language for all available PC races except for high elven—low elven is included however).

It is only a little past the first hour of the day. This public offer must certainly be significant, as the herald's tabard bears the holy symbol of the Riftmaster. Still, requests

made in such a flamboyant manner could mean grave trouble, and, at the very least, are an ill omen.

DM NOTE: Read Appendix V.

Each player now needs to decide what his/her character does about the offer. Divinations reveal nothing, only that the scroll was actually written by a cleric of the Riftmaster. As long as the PC decides in sufficient time (before the third bell) to make the journey to the temple (for most PCs ¼ hour), the PC is in time.

Late arriving PCs are told that the audience is over but that they can try to find the folks that attended, and are given their names. The attending PCs might also attempt to find and recruit any missing PCs if they know of their existence from their written backgrounds or their prior adventure. If not involved somehow, the adventure is over for that player. This should be noted on the After Action Report.

For those PCs that arrive on time, continue to **Encounter 1: The Way**.

ENCOUNTER 1: The Way

Summary: The PCs meet with a high priest of the Temple of Enchantment and receive a request to perform an errand for the temple.

Standing as a massive gateway to the College of Magic, you enter the Temple of Enchantment through a pair of great oaken doors. Standing in the marble entry hall, a priest with a white key hanging from a fine silver chain around her neck greets you in Merchant's Tongue with, "I am magic. How may I serve you?"

DM NOTE: Most members of the Temple of Enchantment speak Merchant's Tongue and Low Kalamaran (higher ranking officials speak High Kalamaran and humanoids obviously speak their racial languages as well). For purposes of this encounter, those involved only speak Low Kalamaran and Merchant's Tongue. All of them receive a +6 to **Pantomime**.

This is an opportunity for the PCs to introduce themselves and mention or present the scroll. Any minimally adequate response should do, as the priest is there to help and is aware that Kamalan Baratoni had posted a

public request for adventurers. If the PCs ask the name of the priest, she responds that she is **“Anasa, Holder of the White Key”**. Anyone succeeding at a **Knowledge (Religion) check** (DC 15) or clerics that follow the Riftmaster know that this title represents the lowest rank within the church’s hierarchy.

Once the PCs are finished with their introduction, the cleric leads them to the rear of the main foyer.

The woman rings a small chime, and another priest comes through a door on the left. He wears a similar silver chain with a brass key hanging from it. The second priest says, “Please follow me,” and steps back through the now open door without introduction.

A **Knowledge (Religion) check** (DC 15) or clerics that follow the Riftmaster know that this title represents the second rank within the church’s hierarchy.

If the PCs do not follow, they are invited again. If they still refuse, they are asked to leave, and the adventure over.

When the PCs indicate they are following, please read:

As you follow the priest further into the temple, there is an eerie quiet. You make no noise, excepting your voices, as you seem to be walking minutely above the floor. The walls glow with bright, ever-swirling colors. After a few twists and turns, you are lead into a dark wood-paneled side-room. Refreshments are laid out on a great oak table in the middle of the room.

The priest says, “Please partake of the refreshments. His Holiness will be here shortly.” With that, he leaves, closing the door behind him.

The PCs are now free to talk and partake of the pastries, meat, trenchers, and tea on the table. If they attempt to leave the room, they are asked by a priest outside the room’s door not to do so. If they persist, they miss the audience. Wandering through the temple unattended by a temple priest, earns them a polite but firm request to leave. Furthermore, there are various wards, which may be activated by unauthorized intruders with most unpleasant results [at the Judge’s discretion].

When the players are ready to proceed, please read:

A tall, blond haired you man enters the room. Looking you each over, he says, “Thank you each for coming on such short notice. I appreciate it. I am Kanalan Baratoni. Please tell me about yourselves.”

DM NOTE: Kanalan speaks Merchant’s Tongue, Low and High Kalamaran as well as Svimohzish

Kanalan Baratoni probes the PCs to find out who is doing his bidding and whether they are right for the mission. He seeks to know:

- PC capabilities (tracking, animal companions and/or familiars)
- PC accomplishments
- Exceptional skills (Survival—wilderness lore and intuit direction, relevant knowledge, etc.)
- Any noble honors or lineage (the Fang of Vevisalakale which Baratoni has seen only once before, but is aware of its significance)

DM NOTE: This should be a free flowing conversation between the PCs and Kanalan Baratoni. However, Kanalan is terse, and uses as few words as practical.

Once the conversation is finished, he continues:

“I need you to make a journey for me to the marker stone of Lnavlwela Epondprithela near the Kalokopeli Forest. You then need to bring rubbing back to the temple. The materials to make the rubbing are in this pouch. Do not think this task is unimportant. Many lives may depend upon your success. Furthermore, time is of the essence. Can you leave now?”

There should be some questions at this point. What Baratoni can say is the following:

- **Payment?** A reward of 40 Victories each and thanks are offered for successful completion of the task. He can be negotiated up to 50 Victories each with an appropriately worded **Diplomacy check** (DC 13).
- **Location of the Lnavlwela Epondprithela Stone?** The stone is where the old border between Ek’Kasel and the Kalokopeli Forest was located,

which means it is now a few miles away from the present forest. It is about a good 2 days ride due west from the convergence of the Banader River and the Renador River. Needless to say, you may have to get some directions when you are in the vicinity.

- **Description of the runes?** The runes are in an ancient pictorial script, with symbols of magic no longer used by anyone but scholars, and very advanced magic workers.
- **Content of the Runes?** *The marker's runes are part history and part spell. Both will aid some certain enchantments on which we are working.*

DM NOTE: If the PCs press further, he can say that the spell portions of the runes are of the enchantment and abjuration varieties. (The actual spell being worked on here is on a need to know basis, and you do not need to know.)

- **Why us?** The reason is that you all seem to be able to perform the task, and direct temple personnel are otherwise committed.
- **Potential Dangers?** Ek'Kasel has been warring with Norga-Krangel, the hobgoblin nation to the southwest. Although the violence has died down for the moment, tensions still run high between them. We do not expect you to have to worry about this too much. You will be a reasonable distance from the border.

After questions are completed (or during questions at the Judge's discretion), read:

"Since time is very important, if you do not have a mount, you may borrow or purchase one from my stables as you leave. Of course, if you borrow a mount, you are responsible for its safe return. Good luck and may Pagari smile upon you."

The priest then turns and leaves through the door, leaving it open. You see a priest of the Brass Key outside apparently waiting to escort you from the room.

If the PCs inquire, safe return means the mount is alive and in good health. Otherwise, the PCs are responsible for the price of the mount (refer to the Players Handbook for prices).

The PCs are expected to leave the way they came in. Their guide is standing outside of the door in the audience room. The PCs (if necessary) arrive at the stables outside of the Temple, by following the priest with the brass key.

A liveried guard is in front of the stable doors, leaning against an open window. He smiles at you and says, "You must be Baratoni's people. What mounts do you need to purchase or borrow?"

The PCs may borrow a light or medium riding horse, a war pony, or a light warhorse. PCs may purchase any standard mount at Player's Handbook prices, without necessary negotiation. All have standard hit points and abilities. The priest has those PCs borrowing mounts sign or make their marks for them.

After the PCs have their mounts, proceed to the next encounter.

ENCOUNTER 2: On the Road

Summary: The PCs journey to the area where the Stone Marker is located. In the process, they meet Kasite border patrols that attempt to collect various "fees/taxes."

For half a week, you ride on the South Merchant Way southwest through Lebolelegido, W'Pawido, and Favido. Turning west onto Elder's Way, you ride through the Mounds District and Gorido. Finally, after a week of travel, you reach the great bridge over the Renador River. Ek'Kasel and the great river city of Kalokapeta lay beyond. It has been a long ride, but your adventure has yet to begin.

With war with Norga-Krangel as constant as Pekal's own strife with Tokis, the Kasite border is regularly patrolled.

In order to cross the border bridge over the Renador River, there is a fee, which varies as to how the PCs appear.

- Beggar: Not allowed across (Ek'Kasel does not want Pekal's trash), unless able bodied. If able bodied, the border guard press them into service for the Kasite military.
- Poor (no mount): 1 sp, and possible drafting into the army if able-bodied. Results are based upon role-playing.
- Standard travelers: 1 gp for the person and 1 sp for each mount or pack animal.
- Merchant/Well-off: 5 gp per person and 2 gp per mount.
- Rich: 25 gp per person and 10 gp per mount unless noble lineage can be established.

DM NOTE: Border patrols and bridge guards are composed by three soldiers and a sergeant. There is a one in twenty chance that the unit also includes a cleric.

The border guards have a poor opinion of Pekal and give anyone crossing the eastern border a difficult time.

This is primarily a role playing opportunity. The guards suggest the PCs enlist in the Kasite army. There reasons range from the need to keep Pekal's border safe from a Hobgoblin invasion, to toughening the PCs up and turning them into real men, to a debt owed to Ek'Kasel by Pekal by all the men who have died protecting them from the Krangi.

DM NOTE: If any of the PCs choose to enlist in the Kasite army, he is finished with the module and his character is removed from the game. He's been permanently assigned to the Norga-Krangel border. If a player says he's deserting, he is outlawed in Ek'Kasel as a deserter. The module is still over. He spends 21 day units getting back to Bet Rogala safely and receives the *Outlawed in Ek'Kasel* cert (make a note that it's for desertion, although the punishment is the same).

The PCs have other options if they do not want to pay the toll. They can go up or down stream an hour or more and swim across. Or they can go about two days upriver and ford the river there. There are no fords downstream, as it is a navigable river (Ships sail to the coast on it).

If the PCs attempt to swim the river, there are 3 **Swim checks** at DC 15 (there is a current). Failed checks require retries to make progress.

Swimming – A successful Swim check allows you to swim one-quarter your speed as a move equivalent action or one-half your speed as a full round action. Roll once per round. If you fail, you make no progress in the water. If you fail by 5 or more, you go underwater and start to drown. If you are underwater, you suffer a cumulative –1 penalty to your Swim check for each consecutive round you've been underwater.

Special: Instead of an armor check penalty, you suffer a penalty of –1 for each 5 pounds of gear you are carrying or wearing.

Removing Armor

—10 Rounds—Padded, Leather, Hide, Studded, Chainshirt

—10 Rounds—Scalemail, Chainmail, Banded, Splint

—1d4+1 x 10 Rounds—Half-Plate, Full Plate

*If the PC has some help, these times can be cut in half. A single character doing nothing else can help one or two adjacent characters.

DM NOTE: Horses and riding dogs, as they are bred as pack animals, may make a **Swim check** at a +0 bonus for both them and their rider, ignoring usual weight modifiers.

If the mount begins to drown, the rider may slip off as a free action and begin to swim for herself. The mount then gains its **Strength** bonus to swim, ignoring any weight it may be carrying (such as a saddle).

Drowning—Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution Check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

DM NOTE: The players may take this opportunity, once across the border, to explore Kalokapeta, shopping in its bazaar and farmers

market (PCs note that the city's offerings are less than Bet Rogala, but its customs seem much the same). Hobgoblins and Half-Hobgoblins, regardless of their sub-race or half-human race are not welcomed by taverns, inns, shopkeepers or any passers by. Although violence isn't a forgone conclusion, they are in general not welcome in the city.

On the other side of Kalokapeta, there is a similar bridge crossing the Banader River. Similarly, this bridge also has a tax, but it is merely a flat 5 sp toll. Swimming the river is the same as for the previous bridge. If they begin to drown, bridge guards with poles rescue them. Rescued swimmers must pay double the toll or be instructed to move back across the bridge.

If asked, guards tell PCs that the numerous tolls help the local municipality pay government workers as most national monies go to supporting the standing army to guard the western border against Norga-Krangel. Although the war has died down, the threat of restorers again trying to raise the empire of Kruk-Ma-Kali.

Once the PCs are ready to continue past the Banader River, please read (or summarize for those PCs that forded the river north of the bridge):

After taking the day to pass into and through the river city of Kalokapeta, and the Renador and Banader Rivers, the morning brings you to the last stretch of your journey. Riding due west for the rest of the day, you pass villages and farms in what must be one of the most agriculturally productive areas in Tellene. About midday you are confronted by an Ek'Kasel border patrol of mounted soldiers. The captain rides forward and demands that you stop.

In a free-form conversation with Captain Sutomic, the PCs are asked for the following:

- Each of their names, and where they live.
- Each of their destinations.
- 2 gp from each PC as a contribution to the border security fund (another tax).

Adjust the reactions of the border guards according to the PCs reactions. Guidelines include:

- PCs pay: they are thanked as the patrol continues on its way.
- The PCs refuse to pay: this ultimately leads to a fight. The patrol fights until one of their members dies. At that point, the remaining patrol rides for help. The PCs are charged and pursued by all the law enforcement officials in Ek'Kasel for murder of a government official in the line of duty (punishable by death).

This is a permanent problem for the PCs. They have two days to flee the area before their likeness has disseminated to all the appropriate law enforcers. After those two days, while staying or passing through that area, the PCs encounter a patrol searching for them. If it spots them, the patrol tries to arrest them with deadly force (you may modify situationally). See appendix for patrol statistics.

A week after this and their likeness has been disseminated throughout southern Ek'Kasel, including Bet Kasel. Regardless of whether they attacked or not, all PCs present at the time of the guard's death receive the *Outlawed in Ek'Kasel* cert.

DM NOTE: If all the guards were slain, add three days to the time it takes for this information to be disseminated. The bodies must be found and the proper divinations cast to discover the perpetrators of the crime. Although this should provide enough time for the PCs to finish their mission, they are still outlaws in Ek'Kasel and any further adventuring is far more difficult.

- The PCs may run. The patrol is on medium warhorses, and it is a matter of who has the faster mounts. If caught, and the PCs fight, see above. If the PCs do not fight, the border patrol extracts 5 times the original amount from each PC and continue on their way. If PCs cannot pay this fine, the guards jail them in Kalokapeta for a week (add 7 day units to the total cost of this module).

The guard is not willing to lead their horses into the river, though. So if the PCs, as a group, move at the same speed or faster and choose to move their horses into the river, they get away unless they fail their **Swim** checks.

Once past the border patrol, please read:

By nightfall, you have reached the rolling hills and grasslands. The big question is where to spend the night.

The PCs may spend the night out of doors or at a roadside Inn. There are suitable places to do either. The cost of the Inn is 1 sp plus another 1 sp for meals. Allow the players to determine what they do. Nothing happens during the night.

If the PCs do decide to stay at an Inn, you are free to make up whatever scene you want within the confines of a rural Inn. However, do not spend much time on this, as it is not important. If the PCs try to get information on the Marker or on any old border markers, have them make a **Gather Information** check.

DC5: Some folks were caught crossing the border without paying their taxes, and were hung right on the spot as a warning to others!

DC10: There is a big battle brewing about four days west of here, and everyone is fleeing the area until the battle is over. Patrols on both sides are becoming more frequent, as each nation tries to determine the disposition of the other's army.

DC15: Everyone there knows that there are a number of old border markers with ancient runes, but no one knows of the Lnavlwela Epondprithela Stone. The markers are all further west and a bit south.

DC20: There is a marker with strange runes called the Epon Marker, almost due west, about a day's ride and located alongside of a small stream called the Awasa. Out of all the old markers, it's the only one that still has legible reading, although no one knows what language it is.

DC25: Kidnappings of important officials have become more common along the border as each side tries to gain a tactical advantage over the other.

When the PCs are ready for the next day, go on to **Encounter 3: A Lovely Day**.

ENCOUNTER 3: A Lovely Day

Summary: The PCs encounter a common Orc band in a place where they should not be. They also may obtain some better directions from the Orcs to the Epon Stone.

The morning is absolutely beautiful, with its azure sky and lush green fields and woodlands. After your morning routine, you ride westward into the wooded hills, skirting the vales of the Kalokopeli Forest to the south and the small town of P'Lewido to the North. Small cops of firs and pines shelter in the bottomlands. Occasionally, deer and boar can be spotted in the distance, but you have no time for the hunt.

Late in the afternoon, you spot a column of smoke perhaps a half mile distant along the direction of your travel.

Allow the players to formulate a response to this. The smoke is coming from an encampment of orcs on the trail the PCs are following. Respond to whatever the players come up with as appropriate consistent with the following:

- **Bypass:** The PCs may decide to circumvent the camps, giving the area a wide berth. The PCs are easily able to pick up the trail on the other side, no skill check necessary. They then continue on to the next encounter.
- **Scouting:** The PCs may decide to scout the camp, approaching through the high grass and scattered bushes and scrub trees. The orcs have guards set and may spot or hear the PCs who approach (**Spot** at DC +4 v. PC **Hide**, **Listen** at DC +3 v. PC **Move Silently**). Run 2 such sets of checks. The orcs are in an area strange to them and, given their past, are expecting trouble.
If the orcs spot the PCs, 8 orc soldiers, a leader and a shaman respond while the rest gather their meager belongings and move away. The responding orcs keep their distance unless attacked.
If the PCs are not spotted, they observe 4 separate encampments close together, with somewhere around 100 orcs acting naturally. A **Spot check** (DC

14) reveals that the camps contain a large number of wounded males, females and even some children.

- **Combat:** The PCs may decide to attack the encampments (there are 4, all within 100 feet of each other, and thus within sight and sound of each other). The orcs respond with 8 orc soldiers, a leader and a shaman. One minute later (10 rounds) another 12 soldiers enter combat with 4 leaders and 2 shaman. The rest of the encampment begins to move in the opposite direction. The tribesmen are audibly afraid.

The orcs do not want to fight anyone, and avoid a fight if at all possible. They are depleted and afraid. However, if the PCs interrupt this retreat, all of the rest of the encampment enters the combat. Statistics for the orcs are in **Appendix III**.

- **Talking:** The PCs may decide to talk, before or after combat. Aberrant PC misbehavior (torture, sordid threats, gratuitous killing of non-combatants, etc.), the orcs respond in orc or Krangi hobgoblin, (or if speaking to Akray, broken Merchant's Tongue) to PC questions in those languages. Pantomiming is a bit difficult, but they are still willing to try. They know and provide the following if *specifically* asked:
 - Their leader is Akray (see **Appendix III** for statistics), and they are what is left of the Blood Nail Clan.
 - They lived far south (many suns' walk, past many trees), but uniformed, armored hobgoblins on horses with lances killed many of their clan and forced the rest of the clan north to here. They do not know the nationality of the hobgoblins (but it's a safe bet that they were Krangi).
 - They do not fight for or with any other races unless attacked.
 - They are trying to find a place for a new village where they will not starve during the winter, or be attacked by humans, hobgoblins, or elves.

- They do not want to be ruled by other races.
- They were told by the hobgoblins to go into the many trees south of their present home, but after the hobgoblins left, they headed east. They are still on the move.
- **Only if** specifically asked: They have repeatedly passed large stones. One of their patrols found such a rock with writing on it south beyond the next three rises.
- **Report to the Kasite army:** If the PCs aren't wanted as criminals and choose to report the Blood Nail clan to the Kasite army, this adds a day to the total trip (add 1 DU to the total cost of this module) and they are thanked for their patriotic efforts. On their return to Pekal, the PCs hear talk that the Kasite cavalry discovered an orc tribe trying to slip to Kalokapeta to sack the city, but were annihilated by the lancers. None of the orcs survived.

Once the PCs have either avoided or dealt with the orcs, proceed to the next encounter.

ENCOUNTER 4: The Wise

Summary: The PCs meet two beings. The first gives the PCs specific directions to the location of the marker in exchange for an item from each PC. The second gives the PCs a cryptic message, which means nothing in this adventure.

You travel the few more hours before dusk, and find a good place to camp. Everything seems normal. The spot seems to have been used in the past.

DM NOTE: Whether the PCs stop there or elsewhere, they need to stop soon for the night to rest their mounts. If they don't, the fatigued mounts rapidly becomes so exhausted that they stumble in the dark, and severely injure themselves. If this happens, the rider needs to perform a **Ride check (DC 15)** to keep from being thrown (1d6 falling damage). The mount takes 2d6 damage and becomes lame. This damage can only be healed naturally or with a *cure critical wounds* or higher level spell.

The night passes uneventfully, regardless of where the PCs camp and what watches are set.

For the morning, read:

The first light brings a thick mist and a cool, quiet scene. An occasional muffled howl of a wolf breaks the silence. After your morning routines, you ride on through the slowly drifting mists. Shadows lurk at the edge of your vision as you pass through a scrub forest.

There is nothing dangerous in this area that reveals itself, but the PCs are free to spend time exploring fallen logs, rabbit holes and the various trees if it makes them feel more at ease.

As you ride further, you spot a decrepit looking Deji. His skin is gnarled and pitted, his red skin having weathered and turned brown. His hair is long, tangled and white. He wears simple leathers and sits cross-legged on a large flat stone at the side of the road. As you spot him in the mist, he says in a whispered voice, "Something for an old beggar? A coin perhaps? From each of you? A coin would be nice. Charity for the poor is a gift of wisdom it is said." He does not turn his head to speak to you and his eyes are so wrinkled that it's difficult to tell if he's even looking at you.

An owl rests on a small, dead tree that stands directly behind the Deji's stone. As you look at it, it turns its head clockwise and blinks.

Allow the PCs to react. The value of the PCs' gifts is unimportant, so long as the old man gets something from each PC that they have had with them for at least a day.

If one or more of the PCs are reluctant to give something, another PC cannot give something for the reluctant PC. However, the old man says:

"For want of a few coins of charity, you would leave misery in your wake?"

If all of the PCs contribute something, the old man says:

"What you seek is not the way you journey. Follow the owl. Kanahajy knows the way. All around it is written."

He bows his head. The owl, once resting peacefully, hoots loudly and takes to the sky.

If the PCs attempt to ask the Deji man questions, he raises a hand and points at the owl that is now circling in the distance. He does not speak again. (This is a powerful Deji shaman and any PCs physically threatening the man only receive a small chuckle. If provoked, the shaman turns into an owl and flies away.)

You continue on for a seemingly endless number of hours, although it is hard to tell how long its truly been with the mists over the land. Ahead, the gray owl sits on a low branch stretching out over your path. The owl, staring at you again, lets out a "Who?!"

If the PCs do not respond, it twists its head and screeches "Who?!" again. If the PCs do not answer again, the owl flies off into the mist. If the PCs respond with other than their correct names, the owl repeats "Who?!"

If any of the PCs respond with their correct name, the owl then coos "What?!"

If the PCs respond other than with a reference to the runes, the Epon Stone or the Lnavlwela Epondprithela Marker, the owl cries out again. If the PCs still do not reply correctly, the bird flies off. If the PCs make an appropriate reference to the runes or the stone, please read:

The owl spreads its wings, flapping wildly, pushing the mists in intricate circles. The old man, although not visibly present speaks from the shadows. "Just as you now ride west to approach the stone, the land approaches its peril.

"Just as you preserve your purpose, the land is wasted.

"Just as you bring an old enchantment from the land, the land is parted from itself.

"Lo the doom bringers, written all around."

With that the owl flies off and disappears into the shadows. Then the mists part, and you see the sun to your right.

DM NOTE: Allow the PCs to make a **Survival (Intuit Direction) check** (DC 12) to determine which direction is north. If the PCs turn west (away from the sun) at this point, go on to

Encounter 6: The Gang's All Here. If not, then continue to the next encounter.

They may also make an **Intelligence check** (DC 12) to catch the portion of the old man's speech that mentioned heading west to find the stone.

ENCOUNTER 5: Wandering What?

USE ONLY IF PCs DO NOT HEAD WEST!

Summary: The PCs get turned around in the mists and do not head west, missing the marker. Eventually, they happen upon a lightfoot halfling village. The halflings can give the PCs directions to the marker if asked.

If the PCs miss their turn, they spend the next couple of days wandering around the area attempting to find the Lnavlwela Epondprithela Marker. For the first day and a half, work in up to two wolf (or other appropriate random encounter from the Pekal Gazetteer), which attacks under whatever circumstances you decide. See **Appendix III** for statistics on the wolves.

On mid-afternoon of the second day, please read:

The misty northern border of the Kalokopeli Forest has not given up the location of the Lnavlwela Epondprithela Marker. Then in the mid-afternoon, you ride into a clearing. You see lightfoot halfling farmers tilling their fields, halfling children playing in the rows, and a small village beyond.

If the PCs talk in a friendly way (in halfling) to any adult halfling, and ask directions to the Lnavlwela Epondprithela Marker, the halfling gives the following directions:

Ride half the daylight hours north, then ride only half that west. Look then to the small stream. Follow it down. Is the Epon Stone in the clearing on the right.

DM NOTE: None of the halflings in the village speak any human languages or Merchant's Tongue (this is an exception to the KPG). Leaders do speak gnome, though, as they do have regular dealings with a tribe of forest

gnomes that live nearby. A **Pantomime check** (DC 16) gains the same information as above.

Halfling grammar in this area puts the verb always in the front of the sentence, then the subject, and finally the object. Adjectives (but not articles) go after the noun to which they relate.

The amicable PCs are free to stay the night if they wish, next to the halfling village (in a small inn if they are small enough to fit under the 3'2" ceiling). If they do so, they are treated to a very good halfling dinner and the singing of halfling folk tales after dinner, well into the night.

DM NOTE: Any harm to a halfling by a PC results in the village mustering en masse and demanding the PCs leave immediately.

If the PCs follow the halfling directions, the PCs wind up near the bandit camp. Go to **Encounter 6: The Gang's All Here.**

ENCOUNTER 6: The Gang's All Here

Summary: The PCs arrive at the Epon Stone, but must deal with a bandit gang. They can also spot some captives who might be freed by the PCs, if the PCs elect to do so.

The mists continue this day and give you somewhat of a peaceful ride. The muffled sounds of small animals in the glens add to a silence that is almost unnatural.

Suddenly the clanging of pots and tin cups and the sounds of loud conversation just ahead shatter the quiet. You begin to smell burning wood.

Pause to allow the PCs to react. If they charge ahead, they blindly ride into the bandit encampment, provoking a very hostile response. They are surrounded and outnumbered. The bandits do not fight to subdue, but do accept surrender of a PC. See below for surrendering PCs, and/or captured PCs.

If they simply walk forward, a sentry eventually spots them and hails for them to stop for a parlay. He has an arrow nocked and drawn. The sentries are considered Unfriendly, but are willing to talk as long as the PCs make no hostile actions.

If the PCs choose to approach cautiously (moving silently and hiding), they can discover

that the bandits are arranged as follows (also see Judge Map).

- From any direction at any first approach, there are distracted guards beyond the camp. These bandits are comfortable with their camp and are only maintaining a half-hearted watch. All sentries have listen and spot circumstance penalties of –12 (making a –12 to each roll, as they have no **Spot** or **Listen** bonuses). It is very possible to slip between the guard posts (move silently and hide checks).
- The camps are located along a shallow stream (4" deep and 4' across) stream with 2 camps on each side. The stream is easily crossed anywhere and offers no cover (although vegetation away from the perimeter of each camp on either side may). Each camp is cleared roughly 30' around a central fire pit. There is roughly about 30' feet between camps.
- In each camp 2 bandits are up and wearing their arms and chain shirt armor. These bandits are performing various tasks. Another 2 are in tents sleeping or resting (without armor), and are evident to the PCs only if they watch for a couple of hours, or look in a tent. There is a leader (the one giving orders) and a cleric (the one with the holy symbol prominently displayed) in each of the camps, who are awake, armed, and armored during the day, and sleeping at night. Thus, there are a total of 8 per camp, and 32 total bandits. At **APL 2** the bandits have two camp groups off on raids, leaving "only" 16 in camp when the PCs arrive. At **APL 4**, only one camp group is gone, the Southern most camp. At **APL6**, everyone is there.
- The tents are in the clearing and all are low to the ground, excepting the gang's leader's tent (large pavilion tent) in the mid-eastern camp.
- The Lnavlwela Epondprithela Marker is in the mid-western camp, being used as a windbreak for the camp's cook fire. There is always one person around that fire.
- Each camp contains one cook fire around which the most of those awake are generally located most of the time.

However, if it matters, use a d4 to determine how many are at the fire at any particular time, and the rest are scattered about the clearing.

- In the mid-eastern camp, there is a crude wooden enclosure with obviously tied up, ill-treated prisoners. The prisoners are filthy and bruised. If counted, there are 5 prisoners.
- Horses are picketed on the opposite side from the stream for each camp.
- The bandits are a mix of human types, hobgoblins, half-hobgoblins, and half-orcs.

DM NOTE: Although there are only three maps, **Appendix III** details which maps should be used and the change of NPC hit points based on APL.

While the creativity of players is boundless, making prediction of their approach difficult in this situation, allow any reasonable scheme to work (with the severity of this encounter being what it is, it is acceptable for a judge to make out-of-character assessments if the party is heading toward disaster), with the following caveats.

1. Probably the most effective method is to quietly neutralize the watch guards, then neutralize one camp, concentrating first on the sleeping bandits and the cleric. A distraction for the other camp would be useful at this point to hold off reinforcements. Since the reinforcements must protect their own base, they do not counterattack in force. This gives the PCs the advantage of position and numbers.
2. The bandits fight if any are attacked. They retreat only if the cause of fighting is obviously hopeless.
3. The bandits can be bribed out of the prisoners and/or allowing the taking of the rubbing. If the PCs choose to parlay with the sentries, they are introduced to the bandit leader, **Gruthal Leiten** (Brandobian male Warrior 4, see Personalities appendix for statistics).
The bandit leader attacks and captures/kills the PCs, and just take their wealth, if he thinks he outnumbers the PCs at least 2 to 1. The bribe for the prisoners is at least 50 gp each (he does have an offer for more, but is willing to part with them for the prospect

of immediate gold), and to allow the rubbing is at least 10 gp.

Even if outnumbered, 3 successful **Diplomacy checks** (DC 24, 20 and 16 respectively) causes Lelten to barter with the PCs rather than attack them. He is a man interested in coin much more than he is bloodshed. Allowing a rubbing of a stone isn't worth losing a man over.

4. The bandit leaders also accept individual combat challenges for suitable stakes (at least 20 gp by the PCs). The Bandit leader honors the wagers they lose.
5. Kasite border guard patrols ignore PC requests for aid, unless bribed. The bribe to go attack the bandits is at least 200 gp plus all the loot that they can take from the camp.
6. The bandits move on in 3 days unless the PCs alert them that the Lnavlwela Epondprithela Marker has value. If so alerted, the bandits stay another 7 days to see if a profit might be made. After the bandits leave, the PCs are able to take the rubbing at their leisure.
7. Any magic use by the PCs spotted by the bandits is considered an attack. The bandits are not able to tell divinations from more hostile magic, and assume the worse.

An attack of the encampment should be done very carefully, as the PCs are vastly outnumbered and probably outclassed. Nevertheless, for those PCs who do so, particularly if they charge blindly into the camp, the typical bandit response is, if not alerted:

Round 1: The bandits are surprised unless the PCs alerted the camp to their presence. There are 2 bandits, plus a leader and a cleric during the day, in each camp, which are potential obvious targets for the PCs.

Round 2: The 2 bandits, cleric, and leader (or their survivors) in the camp attacked melee with the PCs with halberds if no PC is adjacent and with a shortsword if a PC is adjacent.

Round 4: The 2 resting bandits come out of their tents with large shields and light crossbows. They may attack this round.

Round 8: The 2 perimeter guards for the camp appear, if still alive, at the tree line and attack with light crossbows. They may also use shortswords in melee if PCs are at the tree line.

Round 13: Unattacked camp(s) with no other diversions have sent 2 armored bandits with halberds, 2 crossbowmen with only shields, their leader. These appear to fight this round. The cleric and the other 2 bandits, plus the rest if a diversion is created, remain in their camp(s) until round 20. If the battle is still going in round 20, the rest of the bandits and clerics go to where the fighting is happening. At this point, if the bandits are fairly evenly matched by the PCs, the leader/cleric attempts to negotiate.

If the PCs are captured (wounded or not), they are placed in the wooden enclosure (rebuilt if necessary) and held for sale in the slave markets of Prompeldia. Please proceed to Encounter 7.

DM NOTE: If the PCs bribe with the bandits to allow them to make a rubbing of the stone, a successful **Spot check** (DC 5+APL) to see one of the people in the holding pen mouthing something to the PCs. A successful **Read Lips check** (DC 16) reveals the following:

My name is Vrindolvus. I am a noble from Cosdol. Please help me!

Lelten is willing to negotiate for the prisoners even after a deal has been made for the rubbing of the Epon Stone.

Once the PCs are ready to depart, proceed to the **Conclusion**.

DM NOTE: A PC may attempt to make a **Decipher Script check** (DC 50) to translate the obscure language listed on the Epon Stone.

A PC casting *comprehend languages* and touching the stone takes 1d6 points of subdual electrical damage. Furthermore, the affected PC speaks in a language that none of the other PCs have ever heard before. The character is still able to think and act effectively (and speaking in this language doesn't disrupt the verbal components of any spells). This effect wears off after 3d4 days. Give the PC the *Comprehension of the Epon Stone* cert.

ENCOUNTER 7: Oops, Prison

USE ONLY FOR PCs CAPTURED BY THE BANDITS

Summary: The PCs are captured by the bandits and need to get out.

You wake up in a roughly 20' irregular, circular wooden pen with a 10' ceiling. Your hands are tied behind your back. The rest of your party sits beside you, looking equally worse for wear. You are crudely bandaged. In addition to your friends, there are 5 persons wearing what must have been very expensive clothing, embroidered with an elegant coat-of-arms.

The PCs in prison may make a **Knowledge (Heraldry) check** at DC 15 or **Knowledge Royalty check** at DC 20 to recognize the symbol as the royal family of Cosdol (northern Brandobia). Then please continue:

One of the strangers beside you smiles and speaks to you in Merchant's Tongue, "Do you understand my words? I am glad you survived. What is your name and how did you come to be in these strange woods. I certainly hope you are not our rescue party." He laughs half-heartedly.

Allow the PCs to respond and engage them in conversation. What they can say (in just about any language the PCs know) is as follows:

- The stranger claims to be Welstern Vrindolvus, great-grandnephew to the Archmage Welren, king of Cosdol
- They were traveling from to Bet Rogala as a diplomatic envoy to Prince Kafen.
- They were captured by the bandits somewhere northeast of this spot, but they do not know why or for what purpose. The bandits do not seem to understand their royal insignia, which Vrindolvus and his men have thankfully kept a secret.
- They attempted an escape but 2 of their party were killed and the rest recaptured after being hurt severely.
- The captors do not respond to them except to feed them through the bars, and rebind them when on the move.
- It is imperative that Vrindolvus reach Bet Rogala. The rest of his men are

willing to sacrifice themselves to aid his escape.

Searching around, they discover:

- The lock on the "door" is easy to pick, if the PCs can come up with some tools; **Open Locks** (DC 10).
- The rope bonds of the PCs are not well tied, allowing escape on an **Escape Artist check** (DC 10), or a **Use Rope check** (DC 15). Typically, when binding a person, it adds a natural +20 to an Escape Artist check, but if PCs attempt to free other people in the cage, they can easily negate this penalty. Vrindolvus says that they regularly untie themselves. It almost seems a formality of being a captive.
- The makeshift pen is not well built, so a hole may be made if 10 point of damage is done (wall hardness 5, 10 hp).
- The pen is held together with rope, which can be either sawed through if there was an implement or untied with a skill check using **Use Rope** (DC 20).
- There are river rocks in the pen but no boards or other such items of use.
- One of the bandits is looking at the pen at all times. He gains a +5 circumstance bonus to his **Spot checks**.

Obviously, escape is an option, but the players need to do some planning, as the PCs are tied up, guarded, and unarmed. Encourage the PCs to plan and allow any reasonable plan for a breakout to succeed. Any fight happens in the same manner as in **Encounter 6**, less any already dead Bandits.

If the PCs come up with a plan, the other residents of the prison aid them as much as practical.

If the PCs manage to escape, the other prisoners beg to be taken to Bet Rogala.

If the PCs escape, proceed to the previous **Encounter 6** if the PCs still want to get their belongings and/or attack the camp for any reason. If the PCs instead escape and go onto Bet Kasel or head east back to Kalokapeta, go on to the **Conclusion**.

A stealthy member of the party is capable of sneaking back and retrieving the party's equipment using **Encounter 6's** setup. A **Move Silently** and **Hide check** must be made for each

person's gear. Additional checks must be made (with a -5 circumstance penalty) for each horse a PC attempts to retrieve.

If the captured PCs do not escape, they are eventually sold into slavery in Prompeldia. It takes seven months, but the PCs finally escape and are able to return to Bet Rogala, although without any possessions (add 195 day units to the total of this module). The PCs now have chains tattooed about their ankles.

CONCLUSION

If the PCs killed Kasite border guards but left some of them alive, they are still wanted along the eastern border. They must sneak across the border under cover of nightfall (add 1 day unit to the total cost of the module to sneak across successfully) before continuing on to Bet Rogala. If the PCs choose not to sneak across the border, roll a d10. On anything but an 8, 9 or 10, the PCs are captured, arrested, tried and executed for the murder of a government official. (NOTE that a **Disguise check** (DC 18) reduces the chances of detection so that only a roll of a 1, 2 or 3 results in the PCs capture.)

Supposing that they're still alive, read the following:

Once across the Pekalese border, the rest of your journey is uneventful, and you arrive back at Bet Rogala after a long ride.

Alternative A: Present the Rubbing to Temple of Enchantment at Bet Rogala.

Upon arriving at the Temple of Enchantment in Bet Rogala, you are greeted by a young priest. After stating why you are there, you are lead into the audience room where a middle aged lady of outstanding beauty sits placidly. She prominently wears a black key. She says to you, "I understand that you have an item for which we have some need?"

If the PCs turn over the rubbing, Adane Dirokan examines it and then gives the PCs each a bag containing coins along with a thank you for work well done.

Alternative B: Present the borrowed mounts to the Temple of Enchantment at Bet

Rogala, and/or admit failure to obtain the rubbing.

Upon arriving at the Temple of Enchantment in Bet Rogala, you are greeted by a young priest. After stating why you are there, you are lead to the stables where the mounts are inventoried. You are thanked by a cleric wearing a brass key for your efforts. Without further ceremony you are dismissed.

Alternative C: Fail to return the mounts and/or rubbing.

If the PCs return to the temple but without horses, add 4 additional Day Units to the cost of the module. Also, they are expected to pay for the particular mount they borrowed.

If the PCs choose not to report to the Temple of Enchantment at all and attempt to keep the mounts, Adane Dirokan coordinates a search for the PCs through the extensive Temple network and divinations. They are soon located, and required to recompense the Temple in the amount of the Players handbook value of the mount, plus 500 Victory tracking fee. The PCs may work this off in indentured servitude to the Temple at 5 gp per DU.

Alternative D: Return some or all of the Brandobian captives to Bet Rogala.

The captive claiming to be a Brandobian emissary from Cosdol turns out to be telling the truth. A few days after finishing your work for the Temple of Enchantment, you receive a page to the Embassy of Cosdol. If you attend, you are introduced to Welstern Vrindolvus, great-grandnephew to the Archmage Welren, king of Cosdol. You are treated to both lunch and dinner at the embassy, as well as wine, story and song. Vrindolvus tells you he owes you a great debt, and that your valor will not be forgotten during his diplomatic meeting with Prince Kafen.

As you leave his man presents you each with a small pouch. Inside is a red ruby worth 50 Victories.

The End

APPENDIX I: TREASURE SUMMARY

Encounter 2: (7 Day Units)

Any booty taken from the Kasite guards cannot be sold within the borders of Ek'kasel. All the equipment is marked with the official seal of the army and even merchants in Pekal are not willing to offer more than 50 Victories for the entire lot.

Total possible gold is 50 gp

Encounter 6 or 7: (3 Day Units)

If the entire bandit camp isn't killed, there is no treasure looted from this encounter

Salvageable chain shirts x5 (can be sold for 40 gp each)

Salvageable halberds x5 (can be sold for 4 gp each)

Salvageable battleaxes x7 (can be sold for 5 gp each)

Light crossbows x4 (can be sold for 15gp each)

Composite shortbow x1 (can be sold for 40 gp)

Finely kept longsword x1 (can be sold for 8 gp)

Heavy mace x1 (can be sold for 5 gp)

Total possible gold is 368 gp

Conclusion: (10 Day Units)

If the rubbing of the Epon Stone is obtained: 40 gp (50 gp if negotiated) each

If Welstern Vrindolvus was rescued: 50 gp each

Total possible gold is 540 gp (or 600 gp if the players negotiated)

THESE REWARDS COME AT THE EXPENSE OF 20* DAY UNITS

*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

APPENDIX II: EXPERIENCE POINT SUMMARY

| | |
|--|---------|
| Encounter 3: Peacefully talking to the Orcs | 10 xp |
| Encounter 4: Obtaining the information from the old man | 10 xp |
| Obtaining the information from the owl | 10 xp |
| Encounter 6: Obtain the rubbing of the Lnavlwela Epondprithela Marker | 100 xp |
| Rescue Welstern Vrindolvus | 100 xp |
| Discretionary Experience for Role Playing: | 0-70 xp |
| Total Experience Possible: 230 xp plus role-playing bonus for a maximum of 300 xp | |

Appendix III: Possible Opponents

Encounter 2:

Border Patrols of Ek'Kasel:

Note: These are the law in Ek'Kasel. Hurting them is punishable by death, and they go out of their way to track down killers of their police.

Soldier, varies male/female, Fighter 1, medium mixed human; HD 1; Hp 8; Init +1; Spd 20 ft; AC 18 (AC 15 Flatfooted, AC 11 Touch) +5 Chainmail, +2 Large Shield, +1 Dex); At +4 Melee (d8+3 longsword, crit 19-20/x2); +2 ranged (d6 (+1 w/in 30') composite shortbow, crit x3); AI LN; SV Fort +4, Ref +1, Wil +0; Str 17, Dex 13, Con 15, Int 10, Wis 10, Cha 10;

Skills: Climb +4, Craft Bowyer +3, Listen +0, Ride +5, Spot +0;

Feats: Mounted Combat, Mounted Archery, Point Blank Shot;

Possessions: chainmail, large shield, composite shortbow, longsword, medium warhorse, and 7 gp.

Patrol Sergeant, female, Fighter 4 (including Captain Sutomic), medium Kalamaran; HD 4; Hp 30; Init +1; Spd 20 ft; AC 18 (+5 Chainmail, +2 Large Shield, +1 Dex); At +7 Melee (d8+3 longsword, crit 19-20/x2); +6 ranged (d8+1 composite shortbow, crit x3); AI N; SV Fort +6, Ref +2, Wil +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 15;

Skills: Climb +4, Craft Bowyer +5, Jump +8, Listen +0, Ride +8, Spot +0;

Feats: Cleave, Mounted Combat, Mounted Archery, Point Blank Shot, Power Attack, Trample;

Possessions: chainmail, large shield, composite shortbow, longsword, medium warhorse, and 7 gp.

Patrol Priest, female, cleric 3 (of Natirel), medium Kalamaran; HD 3; Hp 23; Init +1; Spd 20 ft; AC 18 (+5 chainmail, +2 Large Shield, +1 Dex); At +3 Melee (d8+1 morningstar, crit x 2); AI LN; SV Fort +4, Ref +1, Wil +3; Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 15;

Skills: Concentration +6, Diplomacy +6, Heal +8, Knowledge Religion +3, Spellcraft +2;

Feats: Alertness, Focus Halberd;

Possessions: chainmail, large shield, morningstar, halberd, wooden holy symbol, and 2 pp in coins.

Spells (4/4/3) DC=12 + spell level: 0th — *detect magic, light, mending, resistance*; 1st — *bles*s, *command*, (*magic weapon*), (*endure elements*); 2nd

--- *hold person*, (*spiritual weapon*), *bull's strength*).

Domains: War, Strength (PHB page 163),

Encounter 3:

Blood Nail Clan of Common Orcs:

Note: these Orcs fight defensively in a shield wall whenever practical, as they are just trying to protect the clan)

Common Orc Soldier, male, warrior 1, medium humanoid; HD 1; Hp 8; Init +1; Spd 30 ft; AC 22 (+4 chain shirt, +7 Tower Shield, +1 Dex); At +4 Melee (d10+4, halberd, crit x3; d8+3 battleaxe, crit x3); AI N; SV Fort +5, Ref +1, Wil +0; Str 17, Dex 13, Con 16, Int 9, Wis 11, Cha 8;

Skills: Listen +0, Spot +0, Jump +5, Climb +5, Craft Weapon +0, Speak Orcish, Speak Hobgoblin;

Feats: Power Attack;

Possessions: chain shirt, tower shield, halberd, battleaxe, and 2 cp.

Common Orc Squad Leader, male, warrior 3, medium humanoid; HD 3; Hp 24; Init +1; Spd 30 ft; AC 22 (+4 chain shirt, +7 Tower Shield, +1 Dex); At +7 Melee (d10+6, halberd, crit x3; d8+4 battleaxe, crit x 3); Ranged +4 (d8 light crossbow, crit x3) AI N; SV Fort +5, Ref +2, Wil +1; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 12;

Skills: Listen +0, Spot +0, Jump +5, Climb +8, Ride +4, Craft Weapon +4, Speak Orcish, Speak Hobgoblin;

Feats: Power Attack, Cleave;

Possessions: chain shirt, tower shield, halberd, battleaxe, light crossbow, and 2 cp.

Common Orc Shaman, male, cleric 2 (The Bear), medium humanoid; HD 2; Hp 10; Init +1; Spd 30 ft; AC 17 (+4 chain shirt, +2 Large Shield, +1 Dex); At +4 Melee (d8+1 morningstar, crit x 2); AI N; SV Fort +5, Ref +1, Wil +4; Str 14, Dex 12, Con 14, Int 8, Wis 15, Cha 14;

Skills: Listen +4, Spot +4, Healing +6, Diplomacy +4, Speak Orc, Speak Krangi Hobgoblin;

Feats: Alertness;

Possessions: chain shirt, large wooden shield, morningstar, wooden holy symbol, and 2 cp.

Spells (3/3) DC=12 + spell level: 0th — *detect magic, inflict minor wounds, resistance*; 1st—, *bane, inflict light wounds, (charm person), channels positive energy*.

Domains: Beastmaster (KPG page 149) and Renewal (KPG page 156).

Common Orc tribesman, male/female, commoner 1, medium humanoid; HD 1/2; Hp 3; Init -1; Spd 30 ft; AC 10 (+1 padded clothes, -1 Dex); At +2 Melee (d6+2 club); AI N; SV Fort +0, Ref +0, Wil +0; Str 14, Dex 9, Con 10, Int 6, Wis 10, Cha 6;

Skills: Listen +0, Spot +0, Speak Orc, Speak Krangi Hobgoblin;

Feats: Run;

Possessions: broken branch for club.

Encounter 5:

Hungry Wolves (4 per contact): medium animal; HD 2; hp 13; Init +2; Spd 50 ft; AC 14 (+2 natural, +2 Dex); At +3 Melee (d6+1 bite); SA Trip; SQ Scent; AI N; SV Fort +5, Ref +5, Wil +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6;

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1;

Feats: Weapon Finesse (bite);

Lightfoot Halflings (47):

Note: The halflings are fighting for their homes and families, so never surrender. They fight cooperatively, wherever possible, and seek to maneuver to their best advantage. Remember to apply overbearing rules here, as it is a good tactic given such numbers.

Lightfoot Halfling Villager, varies male/female, rogue 1, small demihuman, HD1, hp7, Init +3; Speed 20; AC 16/15 (+3 Dex, +2 Leather work clothes, Dodge +1 v. first opponent); AT +0 melee (d6 shortspear, crit x3; d4 dagger, crit 19-20 x2); +4 ranged (d4 sling bullet, crit x2) SA sneak attack d6; SD +1 to saves; AI N; SV Fort +3, Ref +6, Wil +1; Str 10, Dex 17, Con 15, Int 11, Wis 10, Chr 14;

Skills: Appraise +2, Balance +5, Climb +2, Craft Carpentry +4, Craft Weapons +1, Diplomacy +5, Escape Artist +5, Hide +7, Innuendo +2, Intuit Direction +2, Listen +3, Move Silently +7, Perform +4 Storytelling, dancing, Profession Farmer +2, Spot +2, Tumble +4, Rope Use +4.

Feats: Dodge.

Possessions: Dagger, shortspear, sling, leather clothes, 2 sp.

Lightfoot Halfling Village leaders, female ranger 2 /rogue 1 (3), small demihuman, HD3, hp20, Init +3; Speed 20; AC 16/15 (+3 Dex, +2 Leather work clothes, Dodge +1 v. first opponent); AT +3 melee (d6+1 shortsword, crit 19-20/x2; d6+1 shortspear, crit x3; d4+1 dagger, crit 19-20 x2); +6 ranged (d4 sling bullet, crit x2) SA sneak attack d6; SD +1 to all saves; AI N; SV Fort +5, Ref +5, Wil +1; Str 12, Dex 16, Con 14, Int 12, Wis 12, Chr 14;

Skills: Animal Empathy +2, Appraise +3, Balance +5, Climb +2, Craft Carpentry +5, Craft Weapons +5, Diplomacy +6, Escape Artist +5, Handle Animal +4, Hide +7, Innuendo +2, Intuit Direction +3, Knowledge Nature +3, Listen +3, Move Silently +7, Perform +6 Storytelling, dancing, Profession Farmer +3, Spot +2, Tumble +5, Rope Use +4, Wilderness Lore +7.

Feats: Dodge, Two-weapon combat, Track, Sneak attack.

Possessions: Dagger, shortsword, shortspear, sling, leather clothes, 4 gp.

Encounter 6 and 7:

Bandits (APLs 1 & 2: use APL 2 map; APLs 3 & 4: use APL 4 map; APLs 5 & 6: use APL 6 map):

NOTE: Odd numbered APLs have half the hit points listed below, all other statistics are the same, so these blocks were not reprinted.

Bandits fight aggressively and pursue PCs if practical (Judge's call). They do not fight to the death, and if the battle is going against them, retreat to await returning patrols (in 2 days, or the PCs to just leave if there are no returning patrols).

Bandit member, male, warrior 1, medium various human and humanoid mix; HD 1; Hp 8; Init +1; Spd 30 ft; AC 17 (AC 14 Flatfooted, AC 11 touch; +4 chain shirt, +2 Large Shield, +1 Dex); At +4 Melee (d10+4, halberd, crit x3; d8+3 battleaxe, crit x3); AI NE; SV Fort +5, Ref +1, Wil +0; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 10;

Skills: Listen +0, Spot +0, Jump +5, Climb +5, Craft Weapon +0, Speaks various languages depending upon mix of race, and Speaks Merchant;

Feats: Power Attack;

Possessions: chain shirt, large wooden shield, halberd, battleaxe, and 2 cp.

Bandit leaders, male, warrior 3, medium human; HD 3; Hp 24; Init +1; Spd 30 ft; AC 17 (AC 14 flatfooted, AC 11 touch; +4 chain shirt, +2 Large Shield, +1 Dex); At +7 Melee (d10+3, halberd, crit x3; d8+2 battleaxe, crit x3); Ranged +4 (d8 light crossbow, crit x3) AI NE; SV Fort +5, Ref +2, Wil +1; Str 14, Dex 12, Con 14, Int 14, Wis 12, Cha 14;

Skills: Listen +1, Spot +1, Jump +5, Climb +6, Ride +7, Craft Weapon +7; Speaks Hobgoblin, Brandoban, and Kalamaran, and Merchant;

Feats: Power Attack, Cleave;

Possessions: chain shirt, large wooden shield, halberd, battleaxe, light crossbow, light warhorse, and 10 gp.

Bandit priest, male, cleric 2 (of the Creator of Strife), medium human mix with tilt to Deji; HD 2; Hp 12; Init +1; Spd 30 ft; AC 17 (+4 chain shirt, +2 Large Shield, +1 Dex); At +1 Melee (d8 morningstar, crit x 2); AI CE; SV Fort +5, Ref +1, Wil +4; Str 10, Dex 12, Con 14, Int 12, Wis 16, Cha 14;

Skills: Listen +5, Spot +5, Healing +8, Diplomacy +7, Knowledge Religion +4, Perform +4, Spellcraft +6; Speaks Hobgoblin, Brandoban, and Kalamaran, and Merchant;

Feats: Alertness;

Possessions: chain shirt, large wooden shield, morningstar, wooden holy symbol, light warhorse, and 20 gp.

Spells (3/3) DC=11 + spell level: 0th — *detect magic*, *cure minor wounds*, *resistance*; 1st —, *bane*, *cure light wounds*, (*protection from good*), (*channel negative energy*).

Domains: Destruction and Evil (PHB page 163).

Gruthal Lelten (Bandit band chief), male, Fighter 3, medium Brandobian; HD 4; Hp 26; Init +1; Spd 20 ft; AC 18 (+5 Chainmail, +2 Large Shield, +1 Dex); At +6 Melee (d8+4 longsword, crit 19-20/x2); +5 ranged (d8+1 composite shortbow, crit x3); AI N; SV Fort +4, Ref +2, Wil +1; Str 16, Dex 12, Con 12, Int 11, Wis 11, Cha 15;

Skills: Climb +5, Craft Bowyer +3, Jump +6, Listen +0, Ride +8, Spot +0; Speaks Hobgoblin, Brandoban, and Kalamaran, and Merchant;

Feats: Cleave, Mounted Combat, Mounted Archery, Point Blank Shot, Power Attack, Trample;

Possessions: chainmail, large shield, composite shortbow, longsword, medium warhorse, and 70 pp in assorted coin.

APPENDIX IV: PERSONALITIES

Adane Dirokan, Cleric 4/ Sorcerer 1, Human Kalamaran Female (Holder of the Black Key at The Temple of Enchantment in Bet Rogala);

Medium 5'5", blond hair, blue eyes, age 22;

The hierarchy's favorite clerk, Adane is efficient, well informed, and connected. Some of her colleagues refer to her as "The Arranger". All appreciate her service. A placid, business demeanor masks a great wit.

Kamalan Baratoni, Cleric 7/ Sorcerer 2, Human Kalamaran Male (Holder of the Bronze Key at The Temple of Enchantment in Bet Rogala);

Tall 6'2", blond hair, blue eyes, age 26;

Friendly, soft spoken, but terse; Kamalan keeps himself over-busy, and thus is always on the run. While he is never intentionally rude, his terse style can sometimes be interpreted as arrogance or offensive.

Captain Sutomic (statistics same as listed for patrol sergeants in Appendix A);

The Captain is neither evil, nor naturally corrupt. The Captain is attempting to hold her patrol together as best she is able. With the enlargement of the Ek'Kasel military, there is not enough gold to pay all the troops. Therefore, like many other patrol sergeants, Sutomic is imposing her own travel tax to assure her patrol is paid. She has no patience for fools, and increase the "tax" if she receives any lip from the PCs.

Akray, Orc Male, warrior 5, (Orc Band Chief), medium humanoid; HD 5; Hp 45; Init +1; Spd 30 ft; AC 23/22 (+5 chain shirt +1, +7 Tower Shield, +1 Dex, +1 dodge on first attacker); At +9 Melee (d10+6, halberd, crit x3; d8+5 battleaxe, crit x3); Ranged +4 (d8 light crossbow, crit x3) AI N; SV Fort +, Ref +, Wil +; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 13;

Skills: Listen +0, Spot +0, Jump +5, Climb +5, Ride +3, Craft Weapon +1, Speak Orcish, Speak Hobgoblin, Speak Merchant;

Feats: Power Attack, Cleave, Dodge;

Possessions: chain shirt, tower shield, halberd, battleaxe, light crossbow, and 50 gp in assorted coin and gems.

Akray should never be in a position to be fighting the PCs. He is organizing the retreat as is his job and as necessary. However, he meets the PCs to talk, if there is assurance of no conflict during such talks.

Akray primary motivation is to keep his band together and surviving, and he is attempting to do that as best he is able. He is not naturally popular with the band, but the Orcs recognize him as their best chance of surviving, and therefore follow his lead.

Gruthal Letten, Human Brandobian Male (Bandit Chief); (statistics same as listed him in Appendix A);

Gruthal is out to get what he can as fast as he can. He has been a successful leader thus far for the bandit band, but the PCs may cause him trouble. He is not real imaginative, and sticks to the plan when there is one. He is also the last to fight, and does so only if he perceives it necessary.

APPENDIX V: EMPLOYMENT OFFER

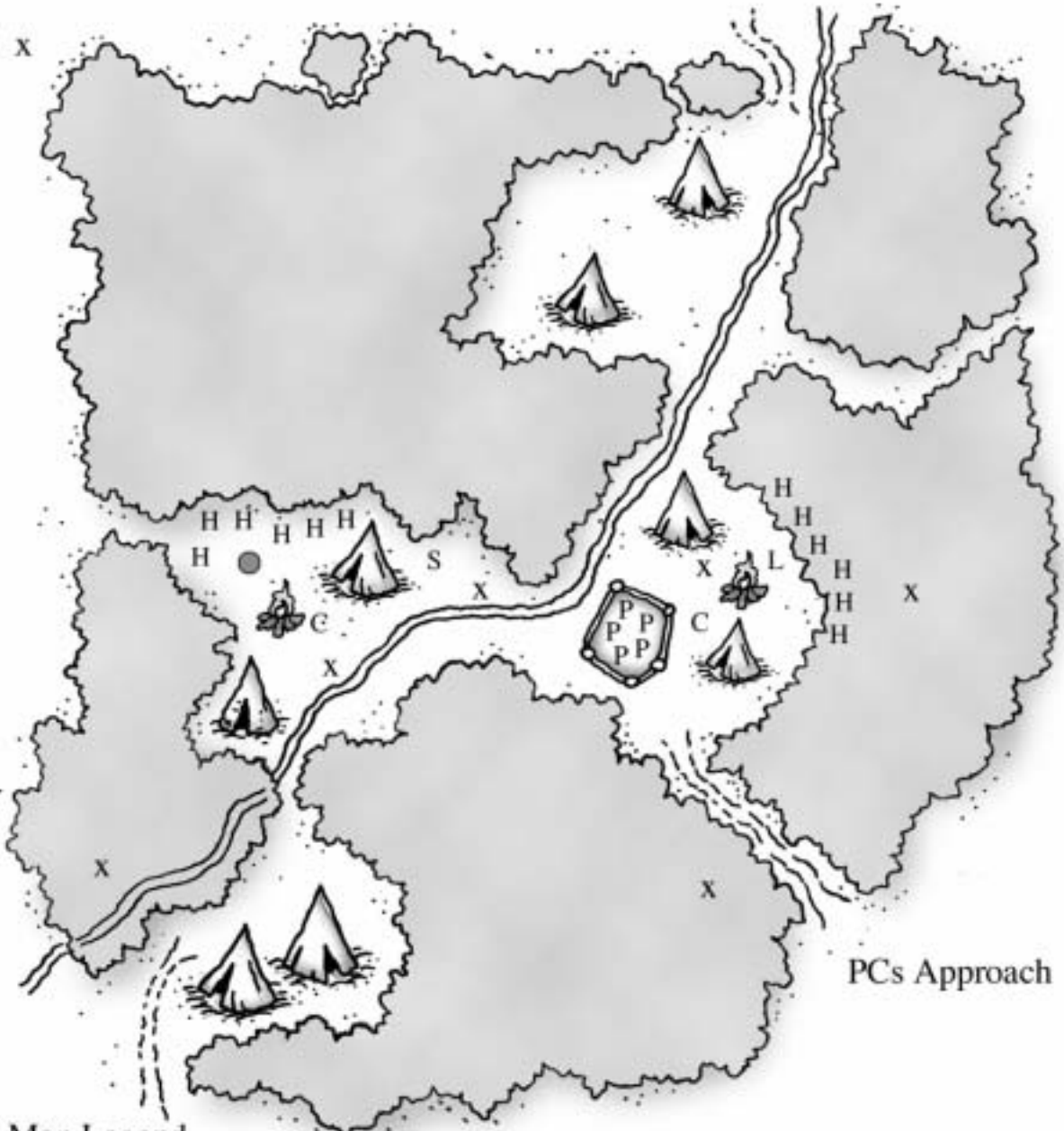
Greetings:

Trustworthy individuals are invited to present themselves at the Temple of Enchantment with His Holiness, the Holder of the Bronze Key, concerning employment in a small but important matter. This audience shall take place today at the forth bell. Please be prompt as his Holiness is otherwise occupied immediately before and after the time set aside for attending to the applicants.







May the blessings of Hokalas be with you.

**Adane Dirokan
Holder of the Black Key
Clerk for the Holder of the Bronze Key**

BANDIT CAMP APL 2

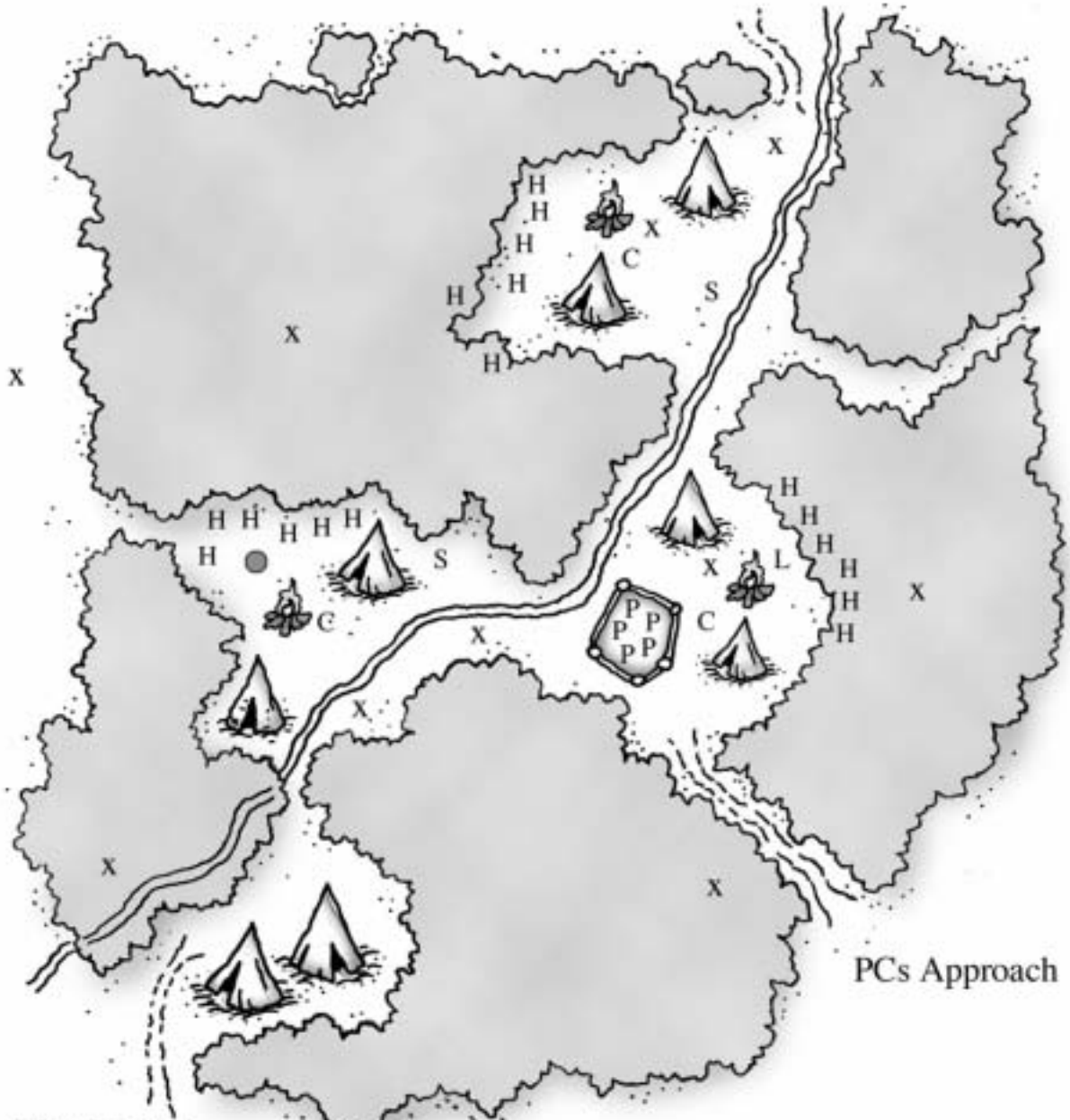


Map Legend







| | | | | | |
|---|-------|---|------------------|---|------------|
|  | Trail |  | Forest |  | Stream |
|  | Tent |  | Fire |  | The Marker |
| | | | H = Horse | | |
| | | | P = Prisoners | | |
| | | | X = Bandit | | |
| | | | C = Cleric | | |
| | | | S = Sub-Chief | | |
| | | | L = Bandit Chief | | |

1 Inch = 30'

BANDIT CAMP APL 4

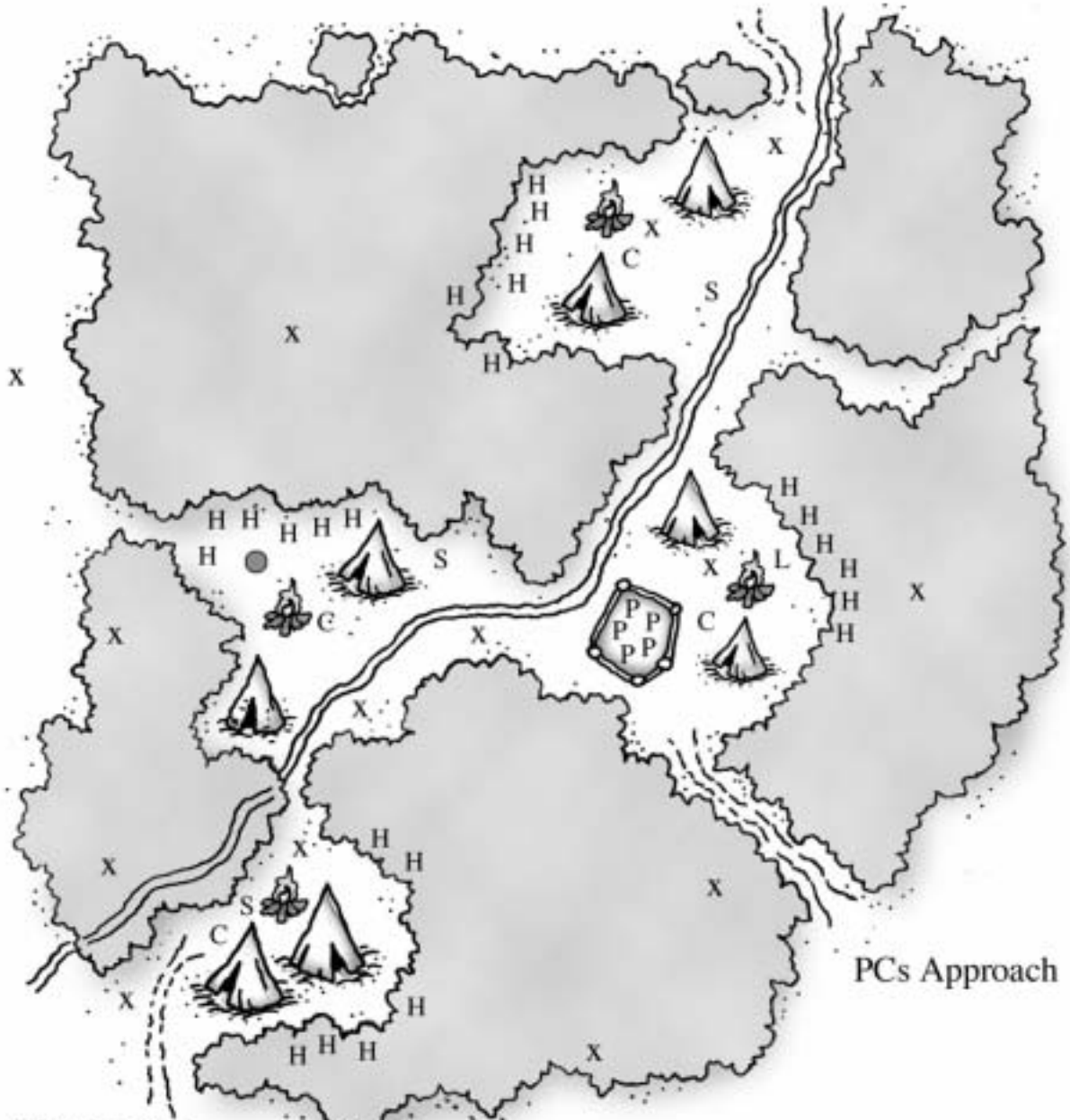


Map Legend







| | | | | | |
|---|-------|---|------------------|---|------------|
|  | Trail |  | Forest |  | Stream |
|  | Tent |  | Fire |  | The Marker |
| | | | H = Horse | | |
| | | | P = Prisoners | | |
| | | | X = Bandit | | |
| | | | C = Cleric | | |
| | | | S = Sub-Chief | | |
| | | | L = Bandit Chief | | |

1 Inch = 30'

BANDIT CAMP APL 6



Map Legend

| | | | | | | |
|---|-------|---|--------|---|------------|------------------|
|  | Trail |  | Forest |  | Stream | H = Horse |
|  | Tent |  | Fire |  | The Marker | P = Prisoners |
| | | | | | | X = Bandit |
| | | | | | | C = Cleric |
| | | | | | | S = Sub-Chief |
| | | | | | | L = Bandit Chief |

1 Inch = 30'

After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Did the PCs accept the mission as a response to an ad for work or based on a meta-organization?
- Did the PCs cross the Kasite border without altercation?
- If not, did they kill any of the border guards?
- Did the PCs peacefully interact with the Blood Nail clan?
- Did the PCs offer the orcs safe haven in Peka?
- Did they give a gift to the old man?
- Did the PCs find the halfling village?
- Did they attack the bandit camp?
- Did they negotiate with the bandits?
- Did they rescue the Brandobian emissary from Cosdol?
- Did they escort him to Bet Rogala?
- Did a PC cast *comprehend languages* or attempt to **Decipher Script** the rubbing of the Epon Stone? (If so, please supply the player's name, email address and relevant information about the character—name, race, class, etc.)

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to joe@kenzerco.com with "The Rub AAR" in the subject line.